

### **AMENDMENTS TO THE CLAIMS**

1. (Previously Presented) A spinning reel slot machine, comprising:  
  
an image display device having a surface for producing images of simulated mechanical reels;  
  
a plurality of optical fibers have first ends optically coupled to said surface of said image display device and second ends for displaying said simulated mechanical reels to a player of said slot machine, at least some of said second ends defining a curved display surface having a radius of curvature that approximates a radius of curvature of a mechanical reel; and  
  
a flat transmissive window in front of and separated from said curved display surface.
2. (Cancelled)
3. (Original) The slot machine of claim 1, wherein all of said second ends define said curved display surface.
4. (Original) The slot machine of claim 1, wherein at least some of said second ends define a flat display surface adjacent to said curved display surface.
5. (Previously Presented) The slot machine of claim 4, wherein said flat display is configured to display alphanumeric information and said curved display surface is configured to display symbols on said simulated mechanical reels.

6. (Original) The slot machine of claim 1, wherein said radius of curvature is in the range of from about 4 to about 7 inches.

7. (Original) The slot machine of claim 1, wherein said image display device is a CRT display.

8. (Previously Presented) A method of operating a slot machine, comprising:  
selecting a random outcome in response to receiving a wager;  
determining a symbol grouping corresponding to said random outcome; and  
displaying said symbol grouping on ends of an array of optical fibers, said ends defining a curved display surface having a radius of curvature that approximates a radius of curvature of a mechanical reel, said symbol groupings being representative of simulated mechanical reels.

9. (Original) The method of claim 8, wherein said displaying includes transmitting images of said symbol grouping through said optical fibers from an image source.

10 – 50 (Cancelled).

51. (Previously Presented) A gaming machine, comprising:  
a processor configured to randomly select an outcome from a plurality of outcomes in response to receiving a wager;  
an image display device having a surface for producing images, said images corresponding to said selected outcome of said plurality of outcomes; and

a plurality of optical fibers have first ends optically coupled to said surface of said image display device and second ends for displaying said images to a player of said gaming machine to inform said player of said selected outcome of said plurality of outcomes, wherein at least some of said second ends define a curved display surface.

52. (Previously Presented) The gaming machine of claim 51, wherein said curved display surface has a radius of curvature that approximates the radius of curvature of a mechanical slot reel.

53. (Cancelled).

54. (Previously Presented) The gaming machine of claim 51, wherein at least some of said second ends define a flat display surface.

55. (Previously Presented) The slot machine according to claim 1, wherein said image display device is an LCD display.

56. (Previously Presented) The slot machine according to claim 1, wherein said image display device is an LED array.

57. (New) A gaming machine for playing a slots game, the gaming machine comprising:

a display region including at least one curved display surface; and

an image display for producing images of game indicia defining an outcome of the slots game,

wherein the image display projects the images onto at the at least one curved display surface.

58. (New) The gaming machine of claim 57, wherein optical fibers are used to project the images from the image display to the curved display surface.

59. (New) The gaming machine of claim 57, wherein the game indicia comprise one or more reel symbols.

60. (New) The gaming machine of claim 59, wherein the at least one curved display surface is stationary, and reel symbols are projected onto and caused to move across the at least one curved display surface in response to a wager input from a player.

61. (New) The gaming machine of claim 57, wherein the image display is selected from a group consisting of a CRT display, a liquid crystal display, dot matrix, vacuum fluorescent display, organic light emitting diode and LED array.

62. (New) The gaming machine of claim 57, further comprising a panel located between the at least one curved display surface and a player, the at least one curved display surface being visible through the panel.

63. (New) The gaming machine of claim 57, wherein the images comprise one or more animations.

64. (New) A gaming machine for playing a slots game, the gaming machine comprising:

a mechanical reel comprising a curved display surface; and

an image display device configured to project images onto the curved display surface, the images including a plurality of symbols that indicate at least a portion of a randomly selected outcome of the slots game.

65. (New) The gaming machine of claim 64, wherein optical fibers are used to transfer the image from the image display device to the curved display surface.

66. (New) The gaming machine of claim 64, further comprising a panel located between the curved display surface and a player, the at least one curved display surface being visible through the panel.

67. (New) The gaming machine of claim 64, wherein the images comprise one or more animations.

68. (New) The gaming machine of claim 64, wherein the image display device is disposed behind the curved display surface.